

# *A House Divided 1861 - 1865*

*by Tootall*

*Readme: the official guide to the AHD1861.scn ToT scenario  
v1.1*

## Newspapers across the nation react to Abraham Lincoln's 1860 presidential win

\*\*\* *Morning Courier and New York Enquirer, Wednesday, Nov. 7, 1860*

The returns before us indicate the election of ABRAHAM LINCOLN President of the United States. The result anticipated has become a gratifying reality. . . . It is enough that the great fact stands out clearly . . . that LINCOLN is elected president, and that the principle of intimidation, so persistently and wickedly brought to bear on this election by Southern extremists and their allies the Northern Democratic panic makers, has signally failed. . . .

All honor to freemen of this Republic; congratulations warm and hearty be theirs, for the great principle of the defense of freedom within the free territories of the United States, to establish which the Republican Party entered upon this canvass, has its complete vindication in signal victory. . . .

Stretching out our hands to the South over this victory, we have no word of taunt to utter for the threats of disunion which were raised for our defeat. Let those threats be buried in oblivion; for through the long vista of this success we see a reign of peace from Slavery agitation, established simply by that circumscribing of Slavery within its local bounds, and that firm defense of the integrity of National Freedom, which this triumph of the Republican party on the 6th of November, 1860, seals now and henceforth.

\*\*\* *Richmond Dispatch - Thursday, Nov. 8, 1860*

The Presidential Election.

The returns received and published yesterday left little or no doubt of the election of Abraham Lincoln to the Presidency. Today we publish enough to make it certain. The event is the most deplorable one that has happened in the history of the country. The Union may be preserved in spite of it. We think it will; but we are prepared to expect trouble. We have already one sign from South Carolina, and this may be followed by others of more serious character.

\*\*\* *The Kansas Chief, (White Cloud, Kan.) - Thursday, Nov. 8, 1860*

WHOOOP-EE

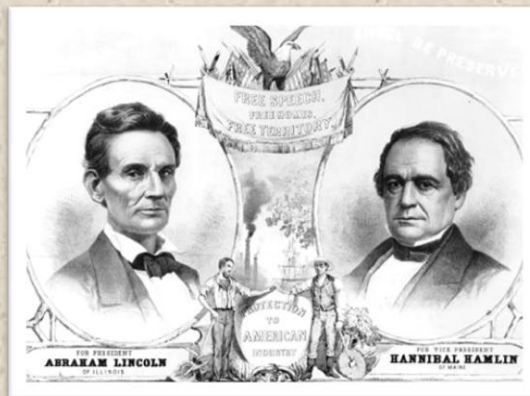
President,

ABRAHAM LINCOLN

Vice President,

HANNIBAL HAMLIN

THE MILLENIUM COME!





We have the glorious tidings to proclaim, that Lincoln and Hamlin are our next President and Vice President, by overwhelming majorities. They have carried every Free State this side of the Rocky Mountains, except, perhaps, New Jersey, where the vote is close. Douglas will probably carry "nary one!"

\*\*\* ***The Courier, New Orleans, Louisiana - Friday, Nov. 9, 1860***

#### THE CRISIS

The election of Abraham Lincoln to the chief magistracy of the country by the hordes of fanatics and negrophilists who have been flocking to his standards since the opening of the Presidential canvass has awakened throughout the South a spirit of stubborn resistance which it will be found is impossible to quell. . . .

The crisis now impending upon the whole country is a necessary consequence of the abnormal condition into which our dearest and most sacred institutions have been plunged by the success of our avowedly unrelenting enemies. . . .

The unmistakable fact stares us in the face that we are now in a state of danger unparalleled in the annals of our history. . . . Of one thing, however, the whole South may rest assured -- that the sons of Louisiana will not remain indifferent spectators of the drama about to be enacted, and if the sword is to be drawn, they will be . . . found in the vanguard of the Southern phalanx. . . .

\*\*\* ***The Daily Spy, Worcester, Mass. - Friday, Nov. 9, 1860***

#### THE DISUNION OUTCRY

The election of Abraham Lincoln to the Presidency is the first triumph of a great political revolution. It does not mean evil to any section of the country. It is not only regular and lawful, but is necessary to restore the old spirit and policy of the country, and give peace to the land. It comes hard for those Southern extremists to be driven from power without any hope of returning to it; but they will submit to necessity and become less dangerous, for the sentiment of the Southern people will constrain them to good behavior. Mr. Lincoln will be inaugurated peacefully, and we believe confidently that his administration will reproduce the era of good feeling.

\*\*\* ***The Semi-Weekly Mississippian Jackson, Miss. - Friday, Nov. 9, 1860***

#### THE DEED'S DONE -- DISUNION THE REMEDY

The outrages which abolition fanaticism has continued year by year to heap upon the South, have at length culminated in the election of Abraham Lincoln and Hannibal Hamlin, avowed abolitionists, to the presidency and vice presidency -- both bigoted, unscrupulous and cold-blooded enemies of the peace and equality of the slaveholding states, and one of the pair strongly marked with the blood of his negro ancestry. . . . In view of the formal declaration, through the ballot box, of a purpose by the northern states to wield the vast machinery of the federal Government as now constituted, for destroying the liberties of the slaveholding states, it becomes their duty to dissolve their connection with it and establish a separate and independent government of their own.

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### 1. Scenario Name and Author

*"A House Divided 1861 -1865"* by Tootall



*Ulysses S. Grant prepares to lay siege to Vicksburg*



This ReadMe has been updated to reflect all the latest changes to the scenario. All new or modified sections are preceded by two red asterisk (\*\*). If you already had installed the original version of the scenario, please delete it and replaced it with version 1.1.

## 2. Before Installation

1. This scenario requires Civilization II Test of Time. If you don't already have it, you may purchase it on ebay or Amazon.
2. You **must** install the Test of Time v1.1 patch **before** installing this scenario. You may download it here: <http://forums.civfanatics.com/downloads.php?do=file&id=59>  
**Note:** For those users who have the "Sid Meier's Civilization® Chronicles" version of the game installed on their computer, please use the " CivChroniclesPatch.exe" included in the ZIP file to install the patch.
3. The game has been created and tested on a 64 bit computer and therefore should work on both 32 and 64 bit computers. Those players wanting to play this scenario and who have a 64 bit computer will need to run the Civ2XP64Patcher.exe program each time they start up their Test of Time game (please use the " Civ2XP64Patcher.exe " included in the ZIP file).
4. The animated sprites and terrain have been disabled in the scenario.

## 3. Installation instructions

1. Under your ToT directory, create (if you have not already done so) a folder called Scenarios. Do not put this in the Original, Fantasy or Sci-fi folders. It must be directly under the main Test of Time directory.
2. Inside the Scenario folder, create a second folder called 'A House Divided 1861 -1865'.
3. Unzip ALL the files you've downloaded into the newly created A House Divided 1861 -1865 folder.
4. To install sound, create a folder called Sound in your new A House Divided 1861 -1865 folder. Extract all the sound files into the Sound folder.
5. **VERY IMPORTANT - this game is designed to be played as the Union ONLY. Do not attempt to play as any other protagonist!**
6. **VERY IMPORTANT – you must run the “AHD1861.bat” batch file, and select option #1 before you begin the game!**  
**NOTE:** During the game you will be asked to run the batch file every month of April and November to swap the summer/winter versions of rules.txt, terrain1.bmp, terrain2.bmp and units.bmp files (there is only one version of the events file and it never needs to be replaced). For those player's whose computers may have difficulty in running the batch file I've created separate 'Summer' and 'Winter' folders that each contain their version of the summer/winter files. Whenever the player is asked to save the game and re-run the batch file, those players that can't use the .bat program should do the same, i.e. 'SAVE' the game and quit, then simply 'COPY' (don't use 'CUT') the files from the appropriate summer/winter folder and then 'PASTE' those files in the scenario's main directory. When asked if you want to overwrite them simply say 'YES' to all. Then reload the appropriate monthly turn and continue to play.

## 4. Victory Conditions

The goal for the Union player is prevent a Southern victory by reducing the number of objective cities the Confederacy holds to 2 or less, thereby gaining a 'Decisive' Union victory.

## 5. Scenario Parameters

The following scenario parameters have been preset in the game:

1. The following terrain is impassable to all ground units: Mountains, Swamps and Prairies. The main purpose is either to prevent the AI's ground units from wandering too far out of the actual theater of operation or to prohibit access to certain terrain types.
2. Government switching has been disabled.
3. You cannot obtain technologies by conquest.
4. There is no pollution.
5. There are no cities, roads/railroads or rivers that are hidden by the fog of war.

## 6. House Rules

**\*\*** There are seven house rules in this scenario that I **strongly** recommend humans players adhere to:

1. Firstly, it is forbidden for the Union player to build any type of unit in conquered Confederate or Border State cities, with the exception of St. Louis, Louisville and Baltimore (see game concept #9 *Union unit building restrictions*).
2. Secondly, the Union player may only build riverine craft (see Appendix A, Union Naval forces - Riverine Crafts) in Union cities situated along the Mississippi, Missouri and Ohio rivers. Ocean going vessels may still navigate up and down these river ways, they simply cannot be built there.  
**Note:** The Mississippi river flows from New Orleans - Cairo - St-Louis - St-Paul, the Missouri river extends from St-Louis to Sioux City and the Ohio river extends from Cairo to Pittsburg.
3. Thirdly, it is forbidden to build new cities in the game.
4. Fourthly, changing city names is not permissible. A very large number of events apply to specific cities and altering names will render them inactive.
5. Fifthly, do **not** use 'Obsv. Balloon' units to help your ground units bypass enemy zones of control. They were designed strictly to play a reconnaissance role. To use them in any other capacity would be considered cheating.
6. **\*\*** Sixthly, it is forbidden to move Lincoln from Washington.
7. **\*\*** Seventhly, it is forbidden to re-home Freight Train units.

## 7. Major Game Concepts

There are several game concepts you should be aware of before playing the game:

1. *Hex and unit size.* Each tile represents around 15 miles. Each unit is the equivalent of a Civil War Brigade of roughly 5000 men (though military units in the war rarely if ever held their full complement of troops).



2. *Stackable Hexes and Pillaging.* All non-ocean hexes have been made into stackable (fortress) hexes. This feature was used to prevent the unrealistic ability of a single unit being able to destroy a whole stack of enemy units.

**KNOWN BUG:** The AI can on a few occasion pillage the stackable ('fortress') attribute of certain land tiles. It is not a common occurrence but can happen on 1) tiles where European units make their initial invasions, 2) on tiles whose railroad attribute is 'blown up' after the capture of specific Confederate cities by Union forces and 3) certain tiles associated to the launching of some of the Confederate 'technology' offensives (especially around the western side of the cities of Manassas and Fredericksburg). As such, the Union player should check the 'stackable' attribute of tiles where the events described above may have occurred before stacking large numbers of units on them. (Note: the Union engineer units can rebuild the 'stackable' attribute).

3. *Western Confederate States Reinforcements.* Every turn the Confederate armies of Northern Virginia and/or of Tennessee are eligible to receive reinforcements from the Western Confederate states (Missouri, Arkansas, Texas and Louisiana). The Union player may shut this flow of reinforcements down by splitting the Confederacy in two (see game concept #13)
4. *Confederate State militias.* The Confederate AI player receives randomly generated militia units for each of the following states: Georgia, North Carolina and Texas. Each state will continue to receive these militia units as long as its state capital remains in the hands of the Confederacy, i.e. respectively Atlanta, Raleigh and Austin.
5. *Border States and Armed Civilians.* The Border states of Delaware, Kentucky, Maryland, Missouri



and to a lesser degree West Virginia (which seceded from Virginia in 1863) had large portions of their populations that were favorable to the Confederate cause. The 'Armed Civilians' units are not so much to be seen as actual combat units but more as resistance to Union occupation. Each of these states, save West Virginia, is eligible each turn to receive randomly generated civilian units. The 'destruction' of each civilian unit by Union forces will generate one 'CSA Infantry' for the Confederate Army. The longer the Union player takes to occupy the border states the more civilian units might get generated (also see game concept #6 - Guerrilla bands).

6. *Guerrilla Bands.* The Civil War was a terribly vicious war, particularly in the border states of



Kentucky, Missouri and the Shenandoah Valley of Virginia. As long as each of these states haven't been subdued by the Union Army, i.e. by the capture of their state capitals and supporting neighboring Confederate city, the Southern player will continue to receive randomly generated 'Guerrilla Band' units. To subdue 1) Missouri, the Union player must capture Little Rock and Springfield MO\*, 2) to subdue Kentucky, capture Knoxville and Lexington \* and 3) to subdue the Shenandoah Valley capture Roanoke and Charleston WV \*.

7. *Sea Mines.* The Confederate player receives randomly generated sea mines along the Mississippi



river, Gulf of Mexico and Eastern seaboard coast. The mines are constrained by the 'Ship must stay near land' flag. The Union player should beware when moving his naval units along these sea lanes.

8. *Abraham Lincoln.* No other leader during the war embodied the single minded pursuit to re-



establish the Union as the President did. It is safe to say that Lincoln was **the** driving force in that cause. As such, should the Confederate player manage to capture Washington and kill Lincoln, the war ends and the South wins the game.

**\*\*** As per house rule #6, it is forbidden to move Lincoln from Washington. If you want to protect Lincoln, then defend Washington!

9. *Union unit building restrictions.* The Civil War was a terribly divisive event which pitted countrymen against countrymen, families against families and brothers against brothers. When the Union Army occupied any southern city or territory they were often met with outright hostility. The idea that any Confederate citizen would join or aid and abet the Union cause was unthinkable.

As such, the Union player may **not** build **ANY** type of unit, in any city they did not **start** the game in control of, and must restrict their building choice either to available city improvements or 'War Bonds' in any newly conquered Border or Confederate city.

**\*\*** The Union player is permitted to **re-home** his units in any conquered Southern or Border State cities.



*American Civil War map displaying major battles and the Mississippi, Missouri and Ohio river valleys.*

As a help to demarcate the North from the South, all Border States cities are marked with an \* at the end of their names, with the exception of St. Louis, Louisville and Baltimore which are



marked with a (U). As indicated in house rule #1, the Union player may build units in those 3 cities once conquered.

10. *The 'Balloon Corps'.* The **Union Army Balloon Corps** was established by Lincoln after the aeronautical civilian designer Thaddeus S. C. Lowe, gave the President a demonstration of a balloon's capabilities from the lawn of the armory across the street from the White House on June 11, 1861.



The Army was never a great supporter of the enterprise, resenting in particular the fact that it was run by a civilian. As such, it increasingly grew out of favor and ceased to be used by August 1863. For that reason, the Union player will receive 3 free 'Obsv. Balloon' units on October 1861. No others can ever be built and the 3 are irreplaceable if lost.

11. *USMRR (United States Military Rail Road) and Engineer units.* The USMRR Department was set



up by the Lincoln administration to handle all railroad related issues. The Union player doesn't get to build engineer units (though they do start the game with 3) but rather receives them as randomly generated 'reinforcements' after he's discovered the 'USMRR' technology. The longer the Union player takes to research the 'USMRR' technology the less 'Engineer' units he's likely to receive overall during the game.

**TIP:** You won't be receiving a large number of engineers in the game, as such, you shouldn't be wasting your time building irrigation or mines. They should be used exclusively for building roads/railroads. It is unlikely you can win the game without establishing viable road/RR networks in enemy conquered territory (particularly Kentucky which has no such network at the start of the game). Don't try to build multiple road networks in each sector but rather focus on building one main route, i.e. one main route in Virginia, one main route in Kentucky/Tennessee for example, and exploit the Mississippi river as your main thoroughfare if you wish to carry operations into the Deep south.

12. *The Pinkerton Agency.* The Union player doesn't get to build spy units but rather receives them



as randomly generated 'reinforcements' after he's discovered the 'Pinkerton Agency' technology. They have but one ability, i.e. the spy's 'Investigate city' capability. As such, they are invaluable in revealing enemy city defenses.

13. *Splitting the Confederacy.* Splitting the Confederacy will put an end to any further reinforcements for the South from their Western Confederate States (see major game concept #3). The Union player may split the Confederacy in two by capturing all the following cities situated along the Mississippi river: Island No. 10, Memphis, Vicksburg, Baton Rouge and New Orleans.

**NOTE:** Do not underestimate the importance of these reinforcements to the Confederate cause. The longer the route remains open the more Confederate units will reach Virginia and Tennessee to aid in their defense

14. *The Western Theater of Operations (WTO).* The WTO (Kentucky, Tennessee, the Mississippi river valley) ended up playing a vital role in the North's campaign to restore the Union. It is where most of the early Federal military successes occurred, which served to create a growing cadre of experienced officers and troops (hence the generate Union generals, 'Sharpshooter' units and training camps scenario events), helped undermine the South's bid for independence (the

splitting the Confederacy scenario event) and provided the victories to keep the Union war effort going (the 1864 Presidential election scenario event).

As such, the Union player should not neglect this theater because it is impossible to win without waging a successful campaign there as well.

15. *Emancipation Proclamation*. Issuing the Emancipation Proclamation can have up to three effects: 1) if declared no later than October 1862, it will forever forestall European intervention in the war on behalf of the South, 2) it will allow the construction of the Emancipation Proclamation wonder ('Cure for Cancer') which makes one content person become happy in every city and 3) it will allow the U.S. Congress to randomly generate 'Black Regiment' units.

The Proclamation can only get issued after the Union player wins a major victory on the battlefield. On March 1862 the player will receive a message stating that they have till September 1862 to defeat 5 'CSA Infantry' brigades. Failure to defeat these 5 units before the end of September will nullify effect 1), i.e. forestalling European intervention. The Union player may still get to issue the Proclamation after September but will only receive the benefits for effects 2) and 3).

Don't be complacent about achieving this victory by the end of September 1862, if you wish to prevent European intervention, for though you may destroy multiple 'CSA Infantry' per turn the AI will only award you ONE official kill per turn. That means you only have 7 turns to get all 5 kills, at a maximum rate of one kill per month.

16. *European Intervention*. Though the Emancipation Proclamation wasn't the only reason why France and England decided not to intervene in the war, its issuance sealed the fate of any eventual participation of the Europeans in the war. As such, if the Union player issues the Proclamation before October 1862, the European powers will abstain from any participation in the conflict for the remainder of the scenario.

On the other hand, should the Union player fail to issue the Proclamation by October 1862, the European powers will enter the war on the side of the Confederacy. This will activate the French and English military and the Union player should expect to see both land and naval operations initiated by these two powers over the coming months.

17. *Slaves and Black Regiments*. Newly freed slaves played an important role in the Union cause, representing up to 10% of the total men who fought for the North. There are 2 ways for the Union player to obtain Black Regiments.



The first manner is by 'liberating' (i.e. attacking) Confederate slave units. This will cause the destruction of the unit which will then be converted into a Black Regiment unit. Note the 'conversion' isn't immediate but occurs 3 turns after the slave unit is liberated.



The second manner is through the Emancipation Proclamation. Once issued, the United States Congress will start to authorize the creation of Black regiments (which will be randomly generated in specific Northern cities).

18. **\*\* 'Battlefield Advances' technology**. Achieving technological breakthroughs isn't necessarily just



about throwing money at a research project, and it isn't just about getting a bunch of scientists in the same room. There are a lot of factors involved. A lot of research in wartime is about developing solutions based on real life battlefield experiences and problems. It's about getting the military brass to adopt these latest innovations and, in the case of the Civil War, getting Congress to approve funding



for Project X, Y or Z. In the terms of the game the US Rifles, US Canon Rifle and US Siege Mortar are the apex of the technological pyramid. Once the Union has developed these weapon systems it is simply a matter of time before the Confederacy succumbs to the superior Union firepower.

As such, to slow down the research effort to more realistic levels, I've added the new 'Battlefield Advances' technology which requires that the Union player either 1) capture New Orleans, Vicksburg, Nashville and Fredericksburg prior to July 1863 or 2) capture any 3 of the 4 cities stated above plus have reached July 1863. Why July 1863? Because that's the earliest date I could find were repeating rifles were first used. Only when these pre-conditions are met will the 'Battlefield Advances' be granted, thereby making the 'Repeating Rifles', 'Machine Tools' and 'Heavy Artillery' technological path accessible.

19. **\*\* 1864 Presidential Election.** On November 1863 the Union player will receive a message stating that they have one year to capture 6 of 9 specific objective cities, if they haven't done so already, before the upcoming November 1864 Presidential elections. The objective cities in question are: Memphis, Vicksburg, New Orleans, Richmond, Nashville, Chattanooga, Atlanta, Charleston SC and Columbia (see Appendix C, in the '**Win / Lose 1864 Election**' column to get the list of objective cities). Failure to capture any combination of six of these nine objectives will result in your loss at the ballot box and the victory of your Democratic opponent, who opposes the war and wishes to negotiate a peace settlement, and thus bring about Southern independence. This will bring an immediate end to the game and an automatic Southern victory. Gaining the minimum required number of objectives before the Presidential election will result in a Republican victory (Lincoln) and the continuation of the war and the scenario till June 1865.
20. **Winter/Summer.** Every month of November you will be asked to run the batch file. Running the file will replace the rules.txt, terrain1.bmp, terrain2.bmp and units.bmp files with their winter equivalents (rainy season, i.e. mud, in the South).



*Winter season in Pennsylvania, rainy season in Virginia.*

The movement costs per tile for some terrain types will increase, the road movement multiplier will be diminished and the movement allowance for naval units will be reduced. The defense multiplier for some terrain types will also be affected.

Every month of April of the following year you will be asked to run the batch file again as summer returns.

## 8. Designer's Notes

Though there are many great works and authors on the subject of the American Civil War, I was largely inspired to create this scenario after reading 'Battle Cry of Freedom: The Civil War Era' by James M. McPherson. It is a very comprehensive book on the period and a thoroughly good read.

**\*\*** In addition to the book, there were 2 scenarios, 'A Divided Nation' by Civ2units and 'The American Civil War' by Captain Nemo and Alex Mor that influenced my design process and as such I would like to extend my thanks to the designers.

Why did I design the scenario to be played as the Union player only? Because the burden of preserving the Union rested squarely on the North and Lincoln's administration in particular. If the North had failed to carry out offensive operations against the South, the Confederacy could simply have held its ground and without having to fire a single shot won its independence. Why then did I make the South the protagonists in the game? Simply in the hope that the AI would be more aggressive.

The South started with one great advantage in the war, most all of the experienced senior officers were southerners and 7 out of 8 military academies were situated in the South. This military expertise is reflected in the greater combat values of the early Confederate units.

The North's advantage, of course, was its great industrial capacity and its ability, in game terms, to produce large numbers of combat units. Nevertheless, the Union player shouldn't dawdle and try to build every conceivable city improvement type in every city. Build only what you need, when you need it and make certain to always keep a steady flow of reinforcements going to the front. Though the Rebel forces can seem docile at times, particularly in the beginning, they become progressively more aggressive as the game advances and your losses can mount rapidly. Fifty-one turns might seem like a lot of time but in terms of this scenario it isn't. You have to keep a constant pressure on the Confederacy if you are to be successful in restoring the Union in the allotted time.

I struggled quite a bit in order to strike the right balance with regards the usage of railways. The rail lines were privately owned enterprises before the war and it was a common feature in those days for different rail companies to use different gauges (width of the tracks) to maintain a monopoly in their sectors. A traveler could literally have to debark a train at one end of a town and embark another at the other end of the same town because of these differences in track sizes. Multiply that difficulty a hundred fold when dealing with troop movements, and you begin to understand the scale of the challenge.



The North went a long way during the war to alleviate these issues by creating the USMRR department, but the South never followed suit. In addition, the South's administrative problems were compounded by the fact that its low industrialization meant that it was increasingly unable to update, repair and maintain its rail lines and locomotive fleet as the war progressed and the increasingly heavy military requirements took their toll. These problems were amplified in the different theaters of operations by very active guerrilla operations where rail lines and rail bridges were prime targets for such activities. There is a reported example, in Kentucky, where the same rail bridge was destroyed and rebuilt 9 times. Since the Civilization game engine doesn't provide for such mechanics, the best method I could envision for reflecting these realities was 1) to limit the extent of the rail network at the beginning of the game and 2) limit the overall number of engineer units able to build new roads/railways.

Though the Union went to great efforts to build a navy to blockade southern ports and thereby hamper the Confederate war effort, the AI is quite unable to mount any viable blockade running operation. During my testing I found that, not only was the AI incapable of loading 'Cotton Trader' units on ships, let alone carry them to Europe, it had the nasty habit of moving strategically placed 'Naval Battery' and 'CSA Garrison' units from one coastal or river city to another thereby undermining carefully thought out defensive plans. Thus, I removed almost all naval transport types from the Southern order of battle. Instead, it is really the Union player, in the game, that must protect his trade routes with Europe from marauding Confederate 'Privateer' vessels. Though the Union player starts the game with a relatively healthy gold surplus, he will need to keep a regular flow of 'Freight Train' units going to European or Confederate coastal ports to keep his coffers afloat.

**\*\*** At Agricola's request, I added a new Appendix B: City Improvements and Wonders. It enumerates all the improvements and Wonders in the scenario and their equivalent counterparts in the original Test of Time version of the game.

Finally, I included the U.S Census of 1860 in Appendix D. For those interested in numbers and statistics, it's a fascinating look into the disparities between the two belligerents.

Despite the occasional moments of frustration, I took great pleasure and satisfaction in designing this scenario. I hope that it will prove to be challenging, fun and maybe even a little educational to all players.

## **9. Credits**

Though the design process for my scenario was largely an individual effort, none of it would have been possible without the creative genius and inspiration from so many other designers and artists of the series over the years.

I would like to thank Fairline for his amazing Civil War units collection. They truly give the scenario the feel I was hoping for.

A big thanks goes out to Agricola, as well, whose merciless play testing for my 'Battle of France 1944' scenario helped keep me, I hope, on my toes to potential design flaws during the creation of this scenario. There were many occasions where I made modifications to this scenario knowing, in advance, that he would mercilessly exploit this or that weakness/advantage.

**\*\*** An additional thank you goes out to Agricola, in particular, for helping me implement my 1864 Election Event as I had originally intended, i.e. requiring the Union player to capture 6 of 9 objectives (rather than the 3 of 4 in version 1.0 of the scenario) and whose dastardly ingenuity compelled me to implement House Rule #7 and Major Game Concept #18.

**\*\*** A very special thank you to Techumseh whose tireless testing and perseverance helped me rectify an important bug related to version 1.0 of the scenario, and whose many recommendations, including increasing the movement factor of the ground units, has made the scenario more fluid and dynamic. And finally, my gratitude to him for designing a more natural and realistic looking set of summer/winter terrain graphics for the scenario.

In the words of CurtSibling and his beautifully rendered 'Battle of Zarklaw II' scenario, a special thanks to "McMonkey - His tireless work on the Scenario League is an inspiration!"

I would also like to extend a heartfelt thanks for all those who tirelessly set about writing all those help guides for all of us 'wanna' be scenario designers, as I still refer to them often.

The sounds, improvement and wonder icons come from a large variety of sources, too many to name or even properly identify. Nevertheless, many thanks for your great work!

The 'Gettysburg Address' speech by Jeff Daniels was downloaded from the internet as an MP3 file and converted to a WAV file with the help of the Switch Sound File Converter (a free downloadable software program accessible from [www.nch.com.au/switch/index.html](http://www.nch.com.au/switch/index.html))

**Note:** The speech is 2:28 long. It can always be deactivated before you start a new game by going into the events.txt file in the 'Gettysburg Address' section and by placing a semi-colon (;) in front of the following two lines:

```
;PlayWaveFile  
;gettysburg-address-jd.wav
```

The map was my own creation. Any inaccuracies or design flaws are mine and mine alone.

To paraphrase another designer, "a special thanks to anyone who downloaded and played this game, keeping Civilization II alive and well!"

*Tootall, August 2013*

***Newspaper articles:***



From the **Washington Post** Special coverage of the 150th anniversary of the American Civil War:

[http://www.washingtonpost.com/wp-dyn/content/article/2010/11/05/AR2010110502719\\_2.html?sid=ST2010110503528](http://www.washingtonpost.com/wp-dyn/content/article/2010/11/05/AR2010110502719_2.html?sid=ST2010110503528)

**Front page photo credits:**

"Ruins of Charleston 1865", attributed to G.N. Barnard according to Hirst D. Milhollen and Donald H. Mugridge, Library of Congress. A quartet of black children wearing Army hats (at least they look like children) sit in the ruins of Circular Church on Meeting Street in Charleston, birthplace of secession.

About the photographer:

G.N. Barnard (1819-1902) was born in Coventry, Connecticut. In 1863, Barnard was employed by the Topographical Branch of the Department of Engineers, Army of the Cumberland in Tennessee. In 1866, he published *Photographic View's of Sherman's Campaign*.

**US Civil War map credit (on page 8):**













<http://kids.britannica.com/elementary/art-87023/Most-of-the-major-battles-of-the-American-Civil-War>

**Note:** This ReadMe file was created on Microsoft's Word 2007.

## A. Appendix: Game Units

### *Union Units –*

### *President Abraham Lincoln*

	Unit	Move	Att.	Def.	HP	FP	Special
	US Militia	3	6	3	2	1	
	US Infantry	3	7	4	2	1	
	US Entrenched	3	5	5	2	1	x2 on defense versus horse
	US Rifles	3	9	5	2	1	x2 on defense versus horse
	Maine Inf.	3	7	4	2	1	
	Sharpshooters	3	10	5	2	1	x2 on defense versus horse
	Black Regiment	3	8	4	2	1	
	USMC	3	8	5	2	2	Can make amphibious invasions
	US Dragoons	4	8	2	2	2	
	US Raiders	5	9	3	1	2	Two space visibility
	US Cavalry	4	10	2	2	2	
	US Light Art.	3	6	2	2	2	Ignores city walls x2 on defense versus horse





US Field Art.	2	8	2	2	2	Ignores city walls x2 on defense versus horse
US Canon Rifle	2	9	3	2	2	Ignores city walls x2 on defense versus horse
US Mortar	1	10	1	2	3	Ignores city walls

### *Union Commanders*













Unit	Move	Att.	Def.	HP	FP	Special
Abraham Lincoln	0	0	0	2	1	If Lincoln is killed the war ends.
U.S. Grant	4	12	6	4	3	Two space visibility x2 on defense versus horse
W.T. Sherman	4	11	6	4	3	Two space visibility x2 on defense versus horse
P. Sheridan	4	11	6	3	3	Two space visibility x2 on defense versus horse
G.B. McClellan	3	10	5	3	3	Two space visibility x2 on defense versus horse

### *Miscellaneous*








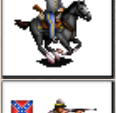
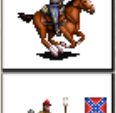






Unit	Move	Att.	Def.	HP	FP	Special
Obsv. Balloon	12	0	1	2	1	Two space visibility
Spy	3	0	1	1	1	Investigate city ability
US Engineers	1	0	2	2	1	
Freight Train	4	0	2	1	1	

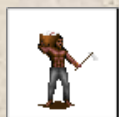
## *Union Naval forces*

	Unit	Move	Att.	Def.	HP	FP	Special
<b>Riverine Craft</b>							
	River Boat	10	0	1	2	1	Ship must stay near land Carries 2
	Gunboat	10	6	3	2	2	Ship must stay near land
	Eads Ironclad	9	7	4	3	2	Ship must stay near land
<b>Oceangoing vessels</b>							
	US Ironclad	8	9	6	4	2	Ship must stay near land
	Clipper	20	0	2	2	1	Carries 2
	Transport	22	0	3	2	1	Carries 4
	Mortar Schooner	20	5	2	2	2	Carries Missiles
	Frigate	18	8	4	2	2	Two space visibility
	Steam Frigate	22	8	5	2	2	Two space visibility
	USS Hartford	22	10	5	5	2	Two space visibility Ignores city walls Unit can spot submarines



## Confederate Units – President Jefferson Davis

	Unit	Move	Att.	Def.	HP	FP	Special
	CSA Militia	3	6	4	2	1	Can attack air units
	CSA Infantry	3	8	5	2	1	Can attack air units
	CSA Entrenched	3	6	6	2	1	Can attack air units x2 on defense versus horse
	CSAMC	3	9	5	2	1	Can make amphibious invasions Can attack air units
	CSA Dragoons	4	11	2	2	2	Can attack air units
	CSA Raiders	5	10	4	1	2	Two space visibility Can attack air units
	CSA Cavalry	4	12	3	2	2	Can attack air units
	CSA Light Art.	3	6	2	2	2	Ignores city walls x2 on defense versus horse
	CSA Field Art.	2	8	2	2	2	Ignores city walls x2 on defense versus horse
	CSA Mortar	1	10	1	2	3	Ignores city walls
	CSA Garrison	0	0	8	2	1	
	Naval Battery	0	0	7	3	1	Two space visibility Can carry air units
	Fort	0	0	10	4	1	Two space visibility



Slaves	1	0	1	2	1
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Cotton Trader	2	0	1	1	1
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### *Confederate Commanders*



Unit	Move	Att.	Def.	HP	FP	Special
R.E. Lee	4	13	7	5	3	Two space visibility x2 on defense versus horse Can attack air units



T.J. Jackson	5	12	6	4	3	Two space visibility Ignore zones of control x2 on defense versus horse Can attack air units (fighter)
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J.E.B. Stuart	5	11	6	3	3	Two space visibility x2 on defense versus horse Can attack air units
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N.B. Forrest	4	11	5	3	3	Two space visibility x2 on defense versus horse Can attack air units
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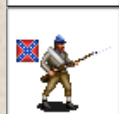


J.E. Johnston	4	11	5	3	3	Two space visibility x2 on defense versus horse Can attack air units
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### *Confederate State Militia*



Unit	Move	Att.	Def.	HP	FP	Special
Texas Inf.	3	7	4	2	1	Can attack air units



Georgia Inf.	3	6	4	2	1	Can attack air units
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N. Carolina Inf.	3	6	4	2	1	Can attack air units
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### *Confederate Naval forces*





Gunboat	10	6	3	2	2	Ship must stay near land
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	Blockade Runner	24	0	2	2	1	Carries 1
	Privateer	24	13	2	2	2	Two space visibility Submarine advantages/disadvantages
	CSS Alabama	24	12	6	5	2	Two space visibility Submarine advantages/disadvantages
	Sea Mines	2	4	3	2	1	



## *Border States*

	Unit	Move	Att.	Def.	HP	FP	Special
	Armed Civilians	0	0	2	2	1	
	Guerrilla Band	2	7	2	2	2	Ignore zones of control Can attack air units Treats all squares as road

## *European Powers*

	European Frigate	21	9	6	2	2	Two space visibility Unit can spot submarines
	European Transport	22	0	3	2	1	Carries 4

## *England – Lord Palmerston*

	Unit	Move	Att.	Def.	HP	FP	Special
	British Infantry	3	8	4	2	1	Can attack air units
	British Garrison	0	0	8	2	1	Can attack air units x2 on defense versus horse



British Cavalry

4

11

3

2

2

Can attack air units



British Art.

2

9

2

2

2

Can attack air units  
Ignores city walls  
x2 on defense versus horse

## *France – Louis Napoléon*



**Unit**

French Infantry

**Move**

3

**Att.**

8

**Def.**

3

**HP**

2

**FP**

1

**Special**

Can attack air units



French Cavalry

4

10

2

2

2

Can attack air units



French Art.

2

8

2

2








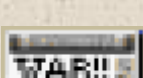


2












Can attack air units  
Ignores city walls  
x2 on defense versus horse



## B. Appendix: City Improvements and Wonders \*\*


### *City Improvement*

	Name	Description	Cost	Up	Buildable
	Capitol (Palace)	The city with this improvement becomes the capital	100	0	Only at set up*
	Training Camp (Barracks)	City produces veteran ground units	40	1	Only at set up* & by Event acquisition
	Church (Temple)	One unhappy citizen becomes content	40	1	
	Marketplace (Marketplace)	Increase tax and luxury rate by 50%	80	1	
	School (Library)	Increase science rate by 50%	80	1	Only at set up*
	Courthouse (Courthouse)	Decrease corruption by 50%. Makes city more resistant to bribery	80	1	
	Fortifications (City Walls)	Defense of ground units in city are tripled	80	0	
	Aqueduct (Aqueduct)	Required for a city to grow beyond size 8	80	2	Only at set up*
	Bank (Bank)	Increase tax and luxury by a further 50%	120	3	Only at set up*
	Newspaper (Cathedral)	Makes 3 unhappy citizens content. Increased by 1 after Emancipation Proclamation	120	3	Only at set up*
	University (University)	Increase science by a further 50%	160	3	Only at set up*
	Theater (Colosseum)	3 unhappy citizens are made content	100	4	
	Armory (Factory)	Increase production by 50%	200	4	

	Manufacture (Manufacturing Plant)	Increase production by 50%	320	6	
	Foundry (Power Plant)	Increases factory output by 50%	160	4	
	Stock Exchange (Stock Exchange)	Increase tax and luxury output by a further 50%	160	4	Only at set up*
	Sewer System (Sewer System)	Required for a city to grow beyond size 12	120	2	Only at set up*
	Grain Farm (Supermarket)	Allows a city to use the extra food in farmland squares	80	3	Only at set up*
	Coastal Fortress (Coastal Fortress)	Doubles defense in city against attacks by ships	80	1	Only at set up*
	Harbor (Harbor)	Ocean squares produce 1 extra food	60	1	
	Ship yards (Offshore Platform)	Ocean squares produce 1 extra shield	160	3	
	Police Station (Police Station)	Reduces the number of unhappy citizens created by units away from the city by 1 per unit	60	2	
	Naval Base (Port Facility)	City produces veteran naval units. Damaged naval units are repaired in one turn	80	3	
	(War Bonds) (Capitalization)	Not a city improvement but shield production is converted directly into cash	600	0	

**Note:** Certain city improvements are flagged as buildable 'Only at set up\*'. These improvements are only given to specific cities during the design phase of the scenario and may not be constructed during the game. If lost when a city is conquered they may not be rebuilt.

## Wonders

	Name	Description	Cost	Buildable
	Cotton Trade (Hanging Gardens)	Makes 3 content citizens happy in city where it's built, and one content citizen happy in all other friendly cities.	200	Already built in Charleston SC





First Bank of  
America  
(*Colossus*)

City where Colossus is built generates an extra unit of trade in every square that is already producing trade.

200

Can only be built  
by Union



Seccession!  
(*The Oracle*)

Doubles effectiveness of temples

300

Already built in  
Columbia



Fort James  
Jackson  
(*Great Wall*)

Acts as city wall in all friendly cities. Doubles attack strength vs Barbarians. Enemy civilizations are forced to offer cease fire or peace.

300

Already built in  
Savannah



New York  
Ironworks  
(*King Richard's  
Crusade*)

Every square in the radius of the city where it is built by produces one extra shield.

300

Already built in  
New York City



Fulton's Steam  
Ship  
(*Magellan*)

Increases the movement of all ships by 2.

400

Already built in  
London, England



White House  
(*Shakespeare*)

All unhappy citizens in the city are made content

300

Already built in  
Washington DC



States Rights  
(*J.S. Bach*)

Decreases the number of unhappy citizens tin every friendly city in the continent by two per city.

400

Already built in  
Richmond



Emancipation  
Proclamation  
(*Cure for Cancer*)

One content person becomes happy in every city.

300

Can only be built  
by Union

## C. Appendix: Events

Cities to capture	Events								
	Receive U.S. Grant	Receive W.T. Sherman	Receive P. Sheridan	Union Training Camps	Receive Sharpshooters	Emancipation Proclamation	Split Confederacy	Receive Battlefield Advances	Win / Lose 1864 Election
Island No. 10	X	X	X				X		
Memphis	X	X	X	X	X		X		X
Vicksburg	X	X	X	X			X	X	X
Baton Rouge							X		
New Orleans				X	X		X	X	X
Richmond									X
Nashville		X	X					X	X
Chattanooga		X	X	X	X				X
Atlanta									X
Charleston SC									X
Columbia									X
Fredericksburg								X	
Kill 5 CSA Infantry*						X			
Reach turn July 1863**								X	
<b>Minimum required</b>	<b>2 of 3</b>	<b>3 of 5</b>	<b>4 of 5</b>	<b>3 of 4</b>	<b>2 of 3</b>	<b>1 of 1</b>	<b>5 of 5</b>	<b>4 of 5</b>	<b>6 of 9</b>

\* Note: you must kill 5 'CSA Infantry' units between March 1862 and September 1862 to win Lincoln's military victory to be able to issue the 'Emancipation Proclamation'.

\*\* Note: Major Game Concept #18: The Union player may not receive the 'Battlefield Advances' technology until 4 of the 5 conditions listed above are met. Capturing all 4 of the indicated cities prior to July 1863 or capturing any 3 of the 4 cities plus having reached July 1863 will unlock the technology for the Union player .



## D. Appendix: U.S. 1860 Census

STATE	Free Population	Slave Population	Urbanization %	Men of military age (18 - 45)
<b>UNION</b>				
<i>New England</i>				
Connecticut	460,147	0	26.5 %	94,411
Maine	628,279	0	16.6 %	122,238
Massachusetts	1,231,066	0		258,419
New Hampshire	326,073	0	22.1 %	63,610
Rhode Island	174,260	0	63.3 %	35,502
Vermont	315,098	0	2.0 %	60,580
<b>Sub-total</b>	<b>2,675,136</b>	<b>0</b>	<b>42.9 %</b>	<b>634,760</b>
<i>Middle States</i>				
New Jersey	672,017	0	32.7 %	132,219
New York	3,880,735	0	39.3 %	796,881
Pennsylvania	2,906,215	0	30.8 %	555,172
<b>Sub-total</b>	<b>7,458,967</b>	<b>0</b>	<b>35.3 %</b>	<b>1,484,272</b>
<i>Middle West</i>				
Dakota	4,837	0	0.0 %	?
Illinois	1,711,951	0	14.3 %	375,026
Indiana	1,350,428	0	8.6 %	265,295
Iowa	674,913	0	8.9 %	139,316
Kansas	107,204	2	9.4 %	27,976
Michigan	749,113	0	13.3 %	164,007
Minnesota	172,023	0	9.4 %	41,226
Nebraska	28,826	15	0.0 %	?
Ohio	2,339,511	0	17.1 %	459,534
Wisconsin	775,881	0	14.4 %	159,335
<b>Sub-total</b>	<b>7,914,687</b>	<b>17</b>	<b>11.9 %</b>	<b>1,256,689</b>
<b>Total</b>	<b>18,048,790</b>	<b>17</b>	<b>26.8%</b>	<b>3,375,721</b>
<b>CONFEDERACY</b>				
<i>Upper South</i>				
Arkansas	324,335	111,115	0.9 %	65,231
North Carolina	661,563	331,099	2.5 %	115,369
Tennessee	834,082	275,719	4.2 %	159,353
Virginia	1,105,453	490,865	9.5 %	150,245
<b>Sub-total</b>	<b>2,925,433</b>	<b>1,208,798</b>	<b>5.4 %</b>	<b>490,198</b>
<i>Lower South</i>				
Alabama	519,121	435,080	5.1 %	99,967
Florida	78,679	61,745	4.1 %	15,739

Georgia	505,088	462,198	7.1 %	111,605
Louisiana	376,276	331,726	26.1 %	83,456
Mississippi	354,674	436,631	2.6 %	70,295
South Carolina	303,302	402,406	6.9 %	55,046
Texas	421,649	182,566	4.4 %	92,145
<b>Sub-total</b>	<b>2,556,789</b>	<b>2,312,352</b>	<b>8.3 %</b>	<b>528,253</b>

<b>Total</b>	<b>5,482,222</b>	<b>3,521,150</b>	<b>6.7 %</b>	<b>1,018,451</b>
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## **BORDER**

### *Border States*

Delaware	110,418	1,798	18.9 %	18,273
District of Columbia	71,895	3,185	100.0 %	12,797
Kentucky	930,201	225,483	10.4 %	180,589
Maryland	599,860	87,189	34.0 %	102,715
Missouri	1,067,081	114,931	17.2 %	232,781
<b>Total</b>	<b>2,779,455</b>	<b>432,586</b>	<b>20.7 %</b>	<b>574,155</b>

STATE	Free Population	Slave Population	Urbanization %	Men of military age (18 - 45)
<b>UNION</b>	<b>18,048,790</b>	<b>17</b>	<b>26.8%</b>	<b>3,375,721</b>
<b>FAR WEST</b>	<b>620,947</b>	<b>29</b>		
<b>CONFEDERACY</b>	<b>5,482,222</b>	<b>3,521,150</b>	<b>6.7 %</b>	<b>1,018,451</b>
<b>BORDER STATES</b>	<b>2,779,455</b>	<b>432,586</b>	<b>20.7 %</b>	<b>574,155</b>
<b>TOTAL</b>	<b>26,931,414</b>	<b>3,953,782</b>	<b>19,8 %</b>	<b>4,968,327</b>

*Source:* United States, 1860 Census